

[illegible]

3 (a) initializing a configuration layout with proper state;
4 (b) receiving a selection of one of the plurality of selectable objects, and of one of
5 the plurality of slots in which the selected object may be placed;
6 (c) providing visual feedback indicating a validity of the selections;
7 (d) receiving a placement of the selected object;
8 (e) receiving input regarding the placement from a remote inference engine;
9 (f) updating the visual feedback as needed based on the received input; and
10 (g) repeating steps (b) through (f) until no more selections are received.

- 3 (a) initializing a configuration layout with proper state;
- 4 (b) receiving a selection of one of the plurality of selectable objects, and of one of
- 5 the plurality of slots in which the selected object may be placed;
- 6 (c) looking up a set of constraints on the placement of the selected object;
- 7 (d) receiving a placement of the selected object;
- 8 (e) receiving input regarding the placement from a remote inference engine;
- 9 (f) implementing the received input;
- 10 (g) storing a new set of constraints based on the placement of the selected

3 a user interface for displaying the plurality of selectable components and a
4 plurality of slots into which the plurality of selectable components can be
5 placed; and
6 a user intelligence communicatively coupled to the user interface, for receiving a
7 set of constraints from a remote inference engine and implementing the set
8 of constraints.

1 10. The system of claim 9, wherein the visual user interface comprises:
2 donors depicting the plurality of selectable components;
3 receptors depicting the plurality of slots into which the donors can be placed;
4 a graphical manipulation enabler for implementing drag and drop behavior of the
5 donors into the receptors; and
6 a configuration conflicts displayer, for updating a visual display responsive to at
7 least one of the plurality of donors being put into at least one of the
8 plurality of slots such that at least one constraint stored on the user
9 intelligence is violated.

1 11. The system of claim 9, wherein the user intelligence comprises:
2 an interpreter for receiving a set of constraints from an inference engine;
3 a storage for storing the set of constraints;
4 an implementor for implementing the forward-looking rules stored in the table;
5 and
6 an encoder for encoding and sending data regarding a user's current selection

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7 from the plurality of donors and the plurality of receptors to the inference
8 engine.

1 12. A system for visually configuring a product from a plurality of selectable
2 components, comprising:

3 on a client device:

4 a visual user interface for displaying the plurality of selectable
5 components and a plurality of slots into which the plurality of
6 selectable components can be placed;

7 a user intelligence communicatively coupled to the visual user interface
8 for determining, by using a forward-looking rules table, the
9 validity of placement of one of the plurality of selectable
10 components into one of the plurality of slots; and

11 on a remote host device:

12 an inference engine communicatively coupled to the user intelligence, for
13 storing rules and constraints governing placement of the plurality
14 of selectable components, and for generating the forward-looking
15 rules table.

1 13. The system of claim 12, wherein the client device further comprises a web
2 browser which is communicatively coupled to the remote host device via a network
3 service.

1 14. A computer program embodied in a tangible medium and capable of being
2 executed by a computer for performing a method for visually configuring a product by
3 placing a plurality of selectable components into a plurality of slots, comprising:

- 4 (a) initializing a configuration layout with proper state;
- 5 (b) receiving a selection of one of the plurality of selectable objects, and of one of
- 6 the plurality of slots in which the selected object may be placed;
- 7 (c) providing visual feedback indicating a validity of the selections;
- 8 (d) receiving a placement of the selected object;
- 9 (e) receiving input regarding the placement from a remote inference engine;
- 10 (f) updating the visual feedback as needed based on the received input; and
- 11 (g) repeating steps (b) through (f) until no more selections are received.

1 15. A computer program embodied in a tangible medium and capable of being
2 executed by a computer for performing a method for visually configuring a product by
3 placing a plurality of selectable components into a plurality of slots, comprising:

- 4 (a) initializing a configuration layout with proper state;
- 5 (b) receiving a selection of one of the plurality of selectable objects, and of one of
- 6 the plurality of slots in which the selected object may be placed;
- 7 (c) looking up a set of constraints on the placement of the selected object;
- 8 (d) receiving a placement of the selected object;
- 9 (e) receiving input regarding the placement from a remote inference engine;
- 10 (f) implementing the received input;

